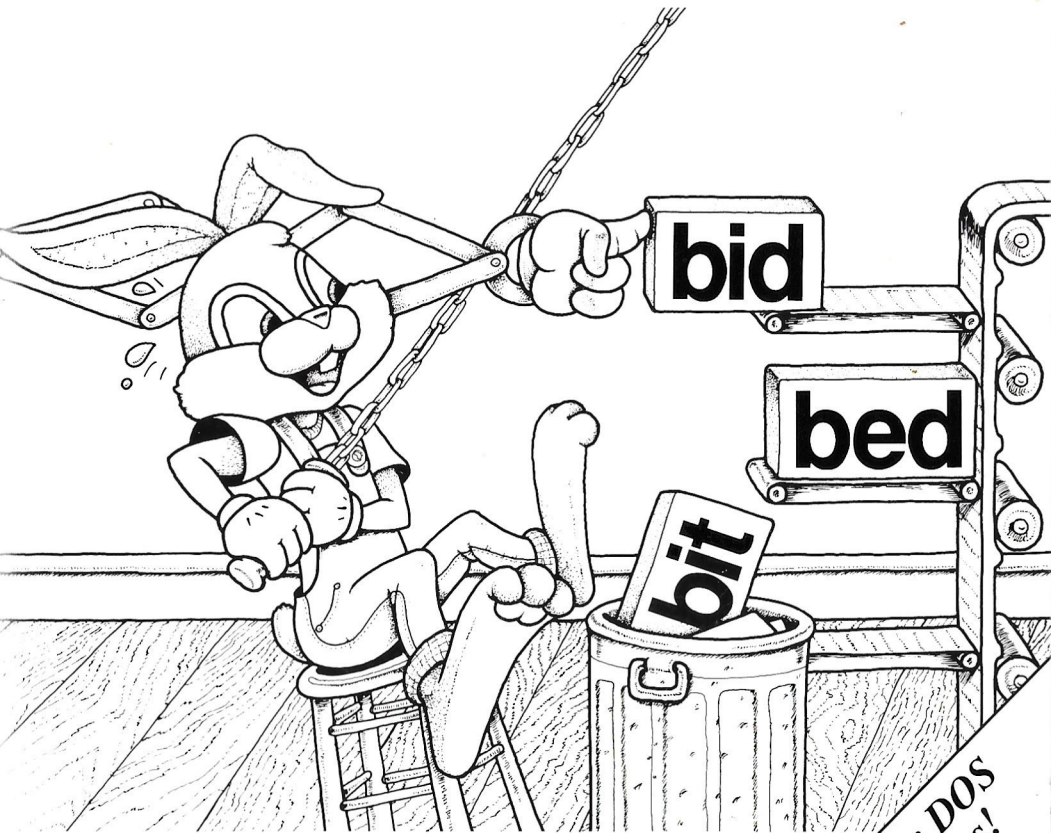


The Learning Company®

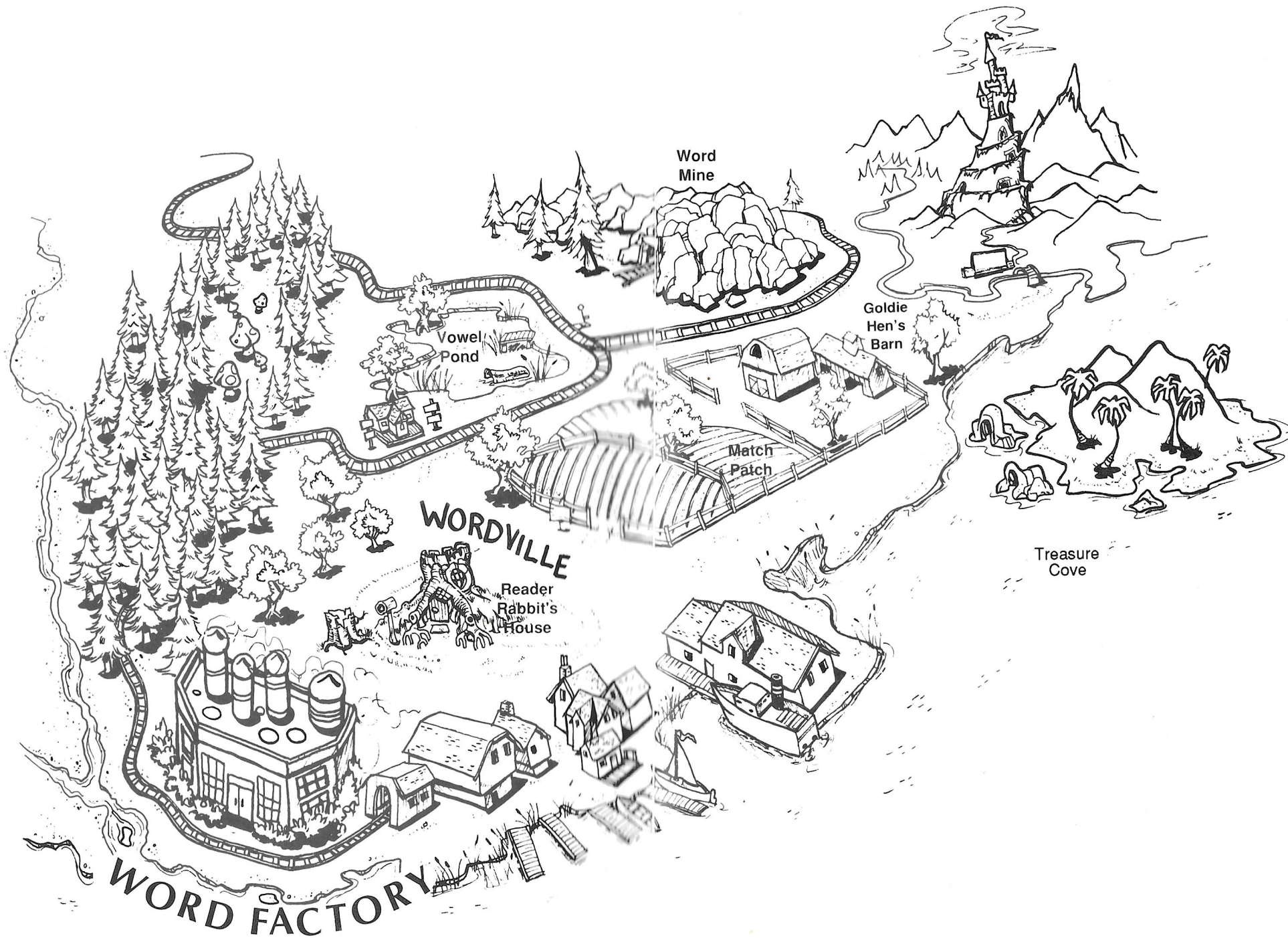
Reader Rabbit® 1

IBM/Tandy and Compatibles Version

User's Guide



**Runs from DOS
or Windows!**
See Appendix C for
Windows installation.



HOPPING TO IT . . .

Reader Rabbit 1 was specifically designed for young children. Nonreaders will need only a few minutes of help learning how to use the mouse or keyboard and how to play each game. This user's guide is designed to be read by those who will be guiding children as they learn to play the games. With a little help at the beginning, children will be on their own for hours and hours of fun.

To play *Reader Rabbit 1*, here's all you need to do:

- Load the program into your computer following the instructions on page 2.
- At the title screen, click on or press to go to the main menu.
- Choose a game from the main menu by clicking on a game or pressing a number.
- When the game appears, click on or press to view game instructions on your screen.
- Spend 5 or 10 minutes with children until they understand the game and where to click or which keys to use.
- Refer to this user's guide for more information on playing the games and changing options, such as speed, letters, and pictures.

Copyright © 1984, 1991 The Learning Company. All rights reserved.

The Learning Company and *Reader Rabbit* are registered trademarks of The Learning Company.

AdLib is a trademark of AdLib Inc. AT, IBM, PS/1, and PS/2 are registered trademarks and XT is a trademark of International Business Machines Corporation. Sound Blaster is a trademark of Creative Labs, Inc. Roland is a registered trademark of Roland Corporation. Tandy is a registered trademark and DeskMate is a trademark of Tandy Corporation. Windows is a registered trademark of Microsoft Corporation.

Unauthorized reproduction, adaptation, distribution, performance, or display of this document, the associated computer program, or the audiovisual work is strictly prohibited.

This software is protected by both the United States copyright law and international treaty provisions. However, The Learning Company authorizes you to make a backup copy of the software for the sole purpose of protecting your investment from loss. You may not sell these disks or give copies of them away to anyone.

Reader Rabbit 1

Runs on:

- IBM® PC, XT™, AT®, PS/1®, PS/2®, and compatibles with 512K
- Tandy® 1000 family with 640K

With:

- 3.5" drive or 5.25" drive
- DOS 2.0 or higher
- Color monitor required
- 256-color VGA, 256-color MCGA, 16-color EGA, 16-color TGA, or 4-color CGA graphics adapter
- 8 MHz minimum clock speed or faster recommended

Optional:

- Hard disk
- Mouse
- AdLib™, Sound Blaster™, or Roland® sound card
- Microsoft® Windows™ 3.0 or 3.1 running in Standard or 386 Enhanced mode

Materials enclosed:

- One 3.5" program disk
- One 5.25" program disk
- User's Guide

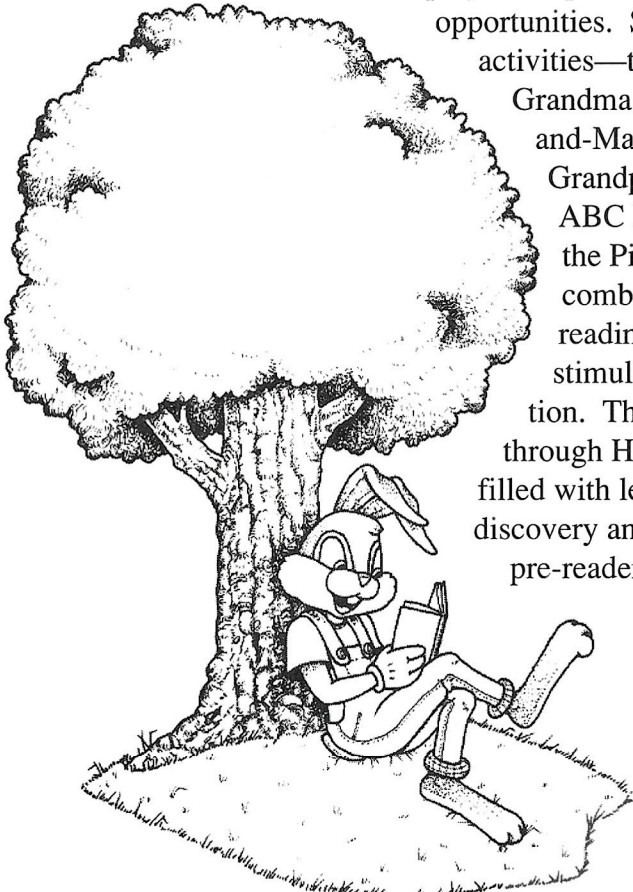
A School Edition of this product is available for classroom teachers.

WELCOME TO READER RABBIT'S ADVENTURES!

Come along as Reader Rabbit brings the wonder of words to life at each stage of a child's reading development!

In *Reader Rabbit's Ready for Letters*, Reader Rabbit takes you on a delightful visit to Grandma and Grandpa Rabbit's home in Hoppy Hollow! The Rabbit family keeps children hopping

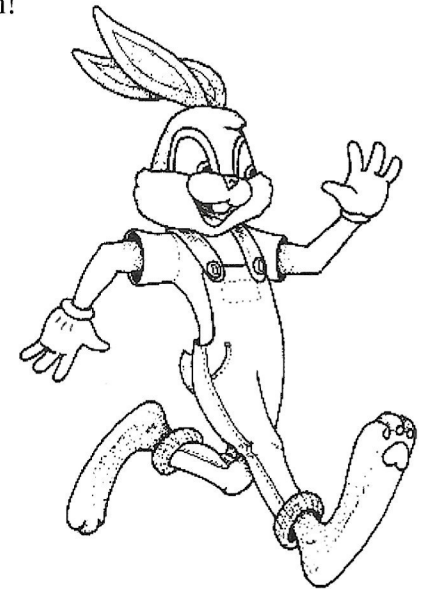
with playful surprises and learning opportunities. Six animated activities—the Music Pond, Grandma's Kitchen, Mix-and-Match Bedroom, Grandpa's Workshop, ABC Bathroom, and the Picture Parlor—combine to build reading readiness and stimulate the imagination. This colorful trip through Hoppy Hollow is filled with letters and discovery and is perfect for pre-readers.





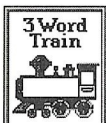

In the award-winning classic *Reader Rabbit 1*, Reader Rabbit transforms pre-readers into early readers before your very eyes! Four lively games—the Word Sorter, Labeler, Word Train, and the Matchup Games—use time-tested educational techniques to introduce early reading concepts. Animated graphics and lively sounds add to the excitement of recognizing letters and words. Join Reader Rabbit at the Word Factory for a busy day of sorting, stacking, and matching words to build preschool through first-grade reading skills. Then load the words onto the Discovery Train bound for Wordville.

The journey continues in *Reader Rabbit 2*! Reader Rabbit and his friends take you on a fantasy railroad ride through Wordville. Visit the Word Mine, Vowel Pond, Match Patch, and wacky Alphabet Dance. Discover a world filled with sights, sounds, and meanings of words in this animated adventure as Reader Rabbit develops children's first- and second-grade reading skills.

All aboard the Discovery Train!



CONTENTS

WELCOME TO <i>READER RABBIT 1</i>	1
GETTING STARTED	2
Running <i>Reader Rabbit 1</i>	2
Choosing a Game	4
Turning Sound Off or On	5
Getting Help	6
Returning to the Main Menu	6
Exiting <i>Reader Rabbit 1</i>	7
THE GAMES	8
 1 Sorter	
Sorter Game	8
 2 Labeler	
Labeler Game	12
 3 Word Train	
Word Train Game	15
 Matchup Games	
Matchup Games	17
EDUCATIONAL FOCUS	21

APPENDIXES	23
A: Hard Disk Installation	23
B: Tandy DeskMate Installation	24
C: Microsoft Windows Installation	25
D: Word List	28
E: Troubleshooting	31
F: Special Keys	37
 CUSTOMER SERVICE	 39

WELCOME TO *READER RABBIT 1*

Meet Reader Rabbit—your tour guide on a trip through the fabulous Word Factory! It's an exciting place to learn reading skills, and Reader Rabbit has marvelous machines to help you.

Inside the factory, you'll use a machine to store words on shelves or drop them into a trash can. You'll get to place labels on delightful pictures. And you'll even get to load words on a train and see it head off to faraway places. Reader Rabbit is there to cheer you on. He'll dance for you and help you play his favorite game—matching words and pictures.

Wonderful things happen inside this Word Factory. But with the help of Reader Rabbit and his marvelous machines, learning to read is the most wonderful thing of all.

Parents and teachers, here's how it works:

Through a series of four carefully sequenced games, children learn to identify letters and sort them into words. Then, they sequence words using simple logic. In the last game, children match pictures, words, and parts of words. They learn one concept at a time, at their own pace, and use those skills to master new ones. Because each game can be played in a variety of ways, children are in control of their own learning experience, and motivation remains high. With over 200 three-letter words and exciting graphics, music, and animation, children will continue to enjoy *Reader Rabbit 1* even after they've learned to read.

GETTING STARTED

If you have a hard disk (fixed disk), it is best to run the program from that hard disk. The installation procedure puts a copy of *Reader Rabbit 1* on your hard disk. This procedure creates a special storage area, a directory, on your hard disk called TLC (for The Learning Company) and another directory within that one called RR1 (for **Reader Rabbit 1**).

Before you continue, be sure you have made a backup copy of the disks using the DOS command DISKCOPY. (See your DOS manual for instructions.)

If you want to run the program from floppy disks, see *Appendix A: Running the Program from Floppy Disks*.

If you are using Tandy® DeskMate™, follow the instructions below to install the program on your hard disk, and then see *Appendix B: Tandy DeskMate Installation*.

If you would like to run the program from Microsoft Windows, see *Appendix C: Microsoft Windows Installation*.

To install the program on a hard disk:

1. When you see the C> prompt (or another DOS prompt that identifies your hard disk), insert the Program Disk in drive A or B.
2. Type **A:** or **B:** (depending on which drive the disk is in) and press .
3. Type **INSTALL** and press again.
4. Follow the instructions on the screen to complete the installation.

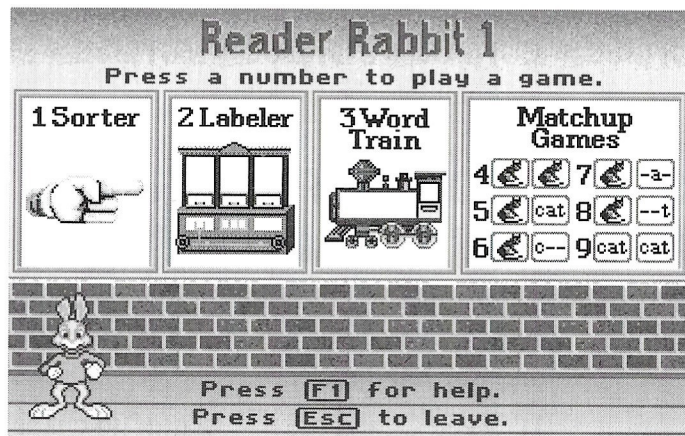
STARTING THE PROGRAM FROM YOUR HARD DISK

To start the program once you have installed it on your hard disk:

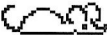

1. Type **C:** and press to change to your hard drive.
2. At the C> prompt, type **RR1** and press . The *Reader Rabbit 1* title screen appears.
3. Press or click the mouse button to continue. Keep pressing until you see the main menu at the Word Factory.

Choosing a Game

Once you reach the main menu, you choose which game you want to play. If this is the first time you've played *Reader Rabbit 1*, choose the Sorter Game (on the left) or the Matchup Games (on the right). These games are the easiest ones to play.



To choose a game:

- *  Click on the game picture or words.
- *  Press the number of the game, such as 1 for the Sorter Game.

Note: Once you are in a game, you can return to the main menu by pressing **[Esc]**.

* In this user's guide, these icons mark instructions for mouse and keyboard users, respectively.

Choosing a Game

Sorter Game

Pick words that have the same letter in the same place as the one shown on the Sorter machine.

Labeler Game

Unscramble letters to spell 3-letter words.

Word Train Game

Complete a train by adding words, one at a time, that differ from the last word on the train by one letter.

Matchup Games

Match pictures, words, or letters in a memory game. There are six different games—the first game is the easiest.

Turning Sound Off or On

If you would like to turn the sound off or on in *Reader Rabbit 1*, you can do so at the main menu or in a game.

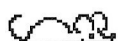
To turn the sound off or on:

- Press **[S]** to turn the sound off or on.

Getting Help

Reader Rabbit 1 provides help if you need it during the games.

To get help at the main menu or before you start a game:



Click on **F1**. Click on **Next Page** to read on. Click on **Done** after reading the last page.



Press **F1**. Press **Enter** to read on and **Esc** to return to the game.

Note: To get help while playing a game, press **F1**.

Returning to the Main Menu

If you're playing a game and want to leave that game or play a different game, you must return to the main menu. To return to the main menu from a game, press **Esc**.

Once you are at the main menu, you can choose another game or exit *Reader Rabbit 1*.

Exiting *Reader Rabbit 1*

To exit *Reader Rabbit 1* from the main menu:

1. Click on or press **Esc**. A message box appears to check that you are sure you want to leave the program.
2. Confirm your choice.



Click on **Yes** to exit or **No** if you change your mind.

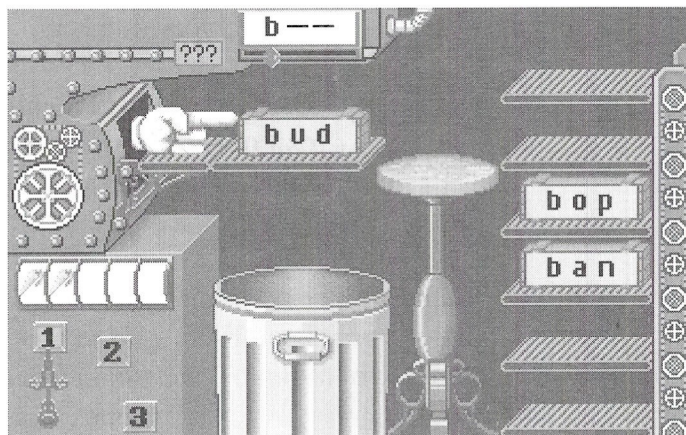


Use **←** and **→** to highlight **Yes** to exit or **No** if you change your mind. Then press **Enter**.

THE GAMES

Sorter Game

To play the Sorter Game, you need to match words to the letter pattern shown at the top of the machine. Put words that match on the shelves. Let words that don't match fall into the trash can. Try to fill five shelves with words that match the letter pattern.

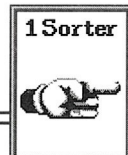


Fill the shelves with words that match the letter pattern. Here, match words that begin with “b.”

To play the Sorter Game:

1. Click on or press to start the game.

Sorter Game



2. Watch a word get pushed out of the machine. If it has the same letter in the same place as the Sorter letter:



Point to any shelf and click the mouse button to save the word and place it on a shelf.



Press or to save the word and place it on a shelf.

If the word does not match, do nothing and it will drop into the trash can by itself.



Click on the trash can to make the word drop into the trash can sooner.



Press to drop the word into the trash can sooner.

For each correct word you place on a shelf, you get a carrot, which is shown on the machine. When all five correct words are on the shelves, Reader Rabbit does a dance. If you make a mistake and don't put a word on the shelf that should be, that word is shown in the trash can. If a correct word is thrown away, or an incorrect word is saved on the shelf, it changes color. If this happens, you'll get the same letter in the same place in the next game.

3. Clear this game, so you can play again. Click on or press to start a new game.

THE GAMES

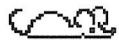
To change the way the Sorter game runs (before you start the game):

- Adjust the speed—how long a word remains on the platform before it falls into the trash can.
- Change the Sorter letter and letter position.

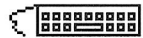
SPEED

You can change the speed in the Sorter Game to slow (1), medium (2), or fast (3). The speed is set to slow the first time you play the Sorter Game. If you change the speed, it remains at the new speed until you change it again. You can only change the speed before starting a new game.

To change the speed:



Click on the speed number on the machine.



Press **1**, **2**, or **3**.

SORTER LETTERS AND LETTER POSITIONS

The games use random letters and letter patterns unless you choose your own. You can only change the letter patterns and positions before you start a game. When you change the letter's position, you can also change the letter at that position.

Sorter Game

1 Sorter



To change the letter's position:



Click on the position you want.



Press **→** or **←** to choose the position you want.

To choose a letter for that position:

1. Press **F3**. Reader Rabbit displays letters under the letter box.
2. Choose the letter you want.



Click on the letter.



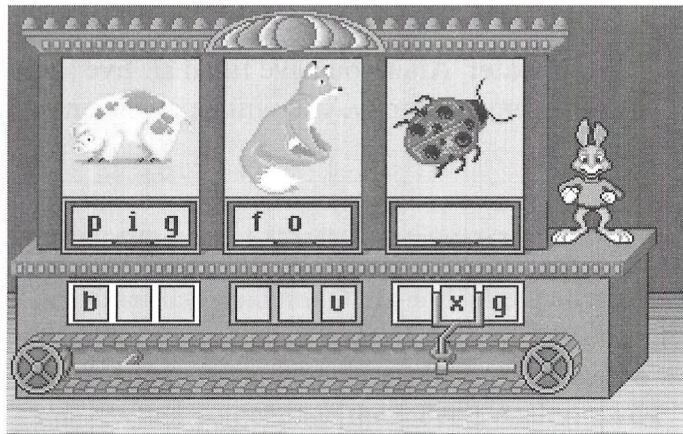
Type the letter.

Note: After you have filled all five shelves in the game correctly, you will be given a new letter.

Labeler Game

In the Labeler Game, you label pictures by moving the letters from the letter boxes to the labels. Before you start labeling the pictures, Reader Rabbit shows you each picture with its correct label.

The letters in the box on the left are beginning letters. They belong in the first positions on the labels. The letters in the box in the middle belong in the middle positions. The letters in the box on the right belong in the last positions. When all the letters are in the correct places, the labels will spell the words for the pictures.



Make a label for each picture.

Labeler Game



To play the Labeler Game:

1. Take a good look at the first screen of pictures and words. It shows how the words are spelled and which picture goes with which label.
2. Click on or press to start the game.
3. Choose the letter you want.



Click on the letter you want.



Press or to move the pointer to the letter you want. Press to choose this letter.

4. Move the letter to the correct label.



Click the mouse button on the correct label position.



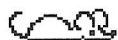
Press or to move the letter to the label you want. Press to place it.

If the letter belongs there, it stays put. If not, it returns to its original box so you can choose another letter. Move all the letters to the labels where they belong.

When every picture is correctly labeled on the first try, Reader Rabbit does a dance. Click on or press , and new pictures for the next game are displayed. If you make a mistake, Reader Rabbit rearranges the pictures and letters for the next game.

To change the set of pictures in the Labeler Game:

1. Click on or press before you start a game to see a list of picture sets.
2. Choose the picture set you want.

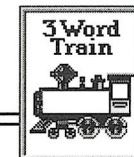


Click on the picture set you want.



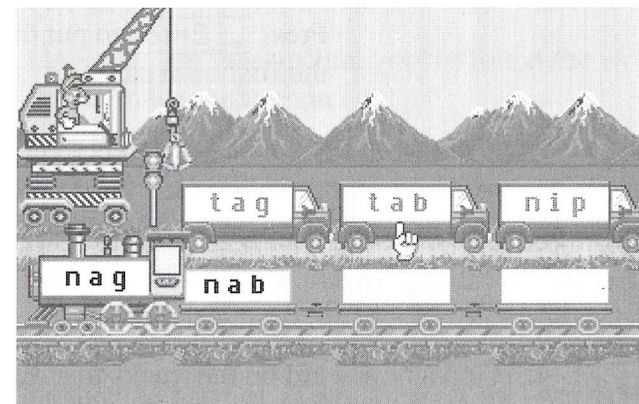
Press the number of a picture set.
(Or press or to choose a picture set and then press .)

Each picture set has six or more different pictures.
There are over 70 pictures!



Word Train Game

Load the train with words from the Word Factory trucks. Follow Reader Rabbit's *one-difference rule*: Each word you put in a train car must differ by just one letter from the word in front of it.

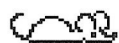


Make a train of words that differ by only one letter.

To play the Word Train Game:

1. Click on or press to start the game.
2. Look at the word on the locomotive. Then, find a word on one of the trucks that has only one letter different from the word on the locomotive.

3. Put a word in the train car.



Click on the word you want to put on the first train car.



Use or to move the hand pointer to the truck you want. Press to put the word on the first train car.

If the word fits the one-difference rule, new words appear on the trucks. (If the word you pick doesn't fit the one-difference rule, the train rolls away. Press to play again with a new set of words.)

4. Find a new word on the trucks that differs by only one letter from the last word you put on the train. Keep loading words on the train cars until the train is full. Can you make the whole train roll away?

(If you click the mouse button or press immediately after the stop light turns green, you can stop the train before it rolls off. This lets you get a new set of words more quickly.)

Matchup Games



If you get stuck, ask yourself these questions about each word in the trucks:

- Does it have the same beginning letter (as the word in the train)?
- Does it have the same middle letter?
- Does it have the same ending letter?

Only one "no" means that you've found the word that belongs in the train car.

Matchup Games

The Matchup Games are memory games in which you match picture/word/letter pairs. By choosing different games from the menu, you can match pictures to pictures (4), pictures to words (5), pictures to parts of words (6, 7, 8), and words to words (9). Matchup Games are good games to play with friends.



Picture with a picture

Picture with a word

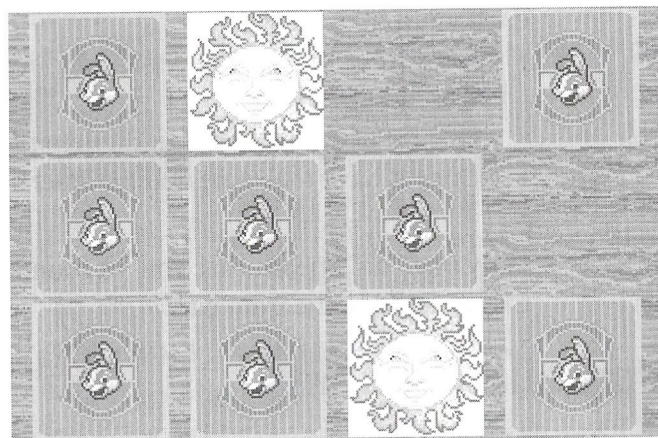
Picture with a beginning letter

Picture with a middle letter

Picture with an ending letter

Word with a word

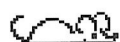
Match picture/word/letter pairs in these memory games.



Peel off stickers to match pictures to pictures, pictures to words, words to words, or pictures to letters.

To play a Matchup Game:

1. Take a good look at the first screen. It shows the pictures, words, or letters that are used in the game.
2. Click on or press to start the game.
3. Choose the sticker you want to remove.



Click on the sticker.



Use , , , or to move the hand pointer. Then press .

The sticker is peeled off.

Matchup Games



4. Choose another sticker and peel it off. If a matching picture/word/letter pair is shown, it disappears. If the pair doesn't match, the stickers go back in place.
5. Continue peeling off stickers and trying to match picture/word/letter pairs until all the stickers disappear. When you've made all the matches, Reader Rabbit displays all the pairs from this game.

If it took quite a few turns to make all the matches, you'll get the same matches in the next game. Otherwise, you'll play the next game with new pairs.

To change the set of pictures in a Matchup Game:

1. Click on or press before you start the game to see a list of picture sets.
2. Choose the picture set you want.



Click on the picture set you want.



Press the number of the picture set you want. (Or press or to choose the picture set and then press .)

There are over 70 pictures, six or more different ones in each picture set.



EDUCATIONAL FOCUS

Reader Rabbit 1 provides children with a playful and exciting way to learn important reading skills. The games help children

- develop early reading skills,
- increase vocabulary,
- improve spelling,
- develop spatial awareness, and
- sharpen memory and concentration skills.

Using more than 200 three-letter words and delightful color graphics, each of the first three games builds on the skills from the game before it. The Matchup Games reinforce those skills in six different ways.

At first, children learn to recognize letters and their locations in consonant-vowel-consonant (C-V-C) words with short vowels. Next, they unscramble letters to spell 71 words that match pictures. Then, they use their logic to compare words and identify those that differ by just one letter. The Matchup Games give children an opportunity to apply their visual discrimination skills while they improve their memory and concentration.

The program options that change the games add variety to the visual presentations and allow for selectivity in choosing particular word recognition skills to practice. The flexibility of the program provides challenging games for nonreaders, as well as for more advanced beginning readers.

Games—Concepts and Skills

SORTER GAME

- Identifying unfamiliar letters
- Gaining speed in recognizing letters
- Locating beginning, middle, and ending letters in C-V-C* words
- Recognizing spelling patterns

LABELER GAME

- Locating letters in their beginning, middle, and ending locations in C-V-C words
- Noticing the middle vowel in C-V-C words
- Developing spelling skills
- Associating words with pictures

WORD TRAIN GAME

- Identifying words that differ by one letter from a given word
- Using logic to sequence words: holding two variables (letters) constant while a third changes

MATCHUP GAME

- Associating and matching pictures with pictures, words, and parts of words
- Matching words with words
- Improving spatial awareness (up/down, left/right)
- Improving the ability to concentrate and remember

*Consonant-vowel-consonant

APPENDIX A: RUNNING THE PROGRAM FROM FLOPPY DISKS

Before starting the program, make a backup of the program disks using the DOS command DISKCOPY. (See your DOS manual for instructions.)

To run the program from floppy disks:

1. Put your DOS disk (version 2.0 or higher) in drive A. Turn on the monitor and then the computer. (If DOS is part of your computer's permanent memory, or if your computer is already up and running, you don't have to insert the DOS disk.)
2. If prompts ask for a new date and time, just press twice.
3. When you see A> on your screen, remove the DOS disk and insert the Program Disk in drive A. (If you see C> on the screen, insert the Program Disk in drive A, type A: and then press .)
4. Type **RR1** and press . In a few moments, the *Reader Rabbit 1* title screen appears.
5. Press or click the mouse button to continue. Keep pressing until you see the main menu at the Word Factory.
6. Insert additional disks when prompted.

APPENDIX B: TANDY DESKMATE INSTALLATION

Whether you run *Reader Rabbit 1* from your hard disk or from a floppy disk, you can customize the DeskMate desktop for quick and easy start-up. If you plan to install the program on your hard disk, do so before customizing the desktop (see *Getting Started*). The instructions below create an application list box for *Reader Rabbit 1* that will let you start the program from your desktop just by choosing **RR1**. (Note: Running *Reader Rabbit 1* under DeskMate requires 640K of memory.)

To customize the DeskMate desktop:

1. Insert Disk 1 in drive A.
2. Press **[F7]** to open the Desktop menu.
3. Highlight **Install** and press **[Enter]**.
4. When the Display menu appears with **RR1** highlighted, press **[Enter]**.
5. Use the arrow keys to position the dotted box where you want it to be. (This will be the application list box for *Reader Rabbit 1*) Then press **[Enter]** to place it.
6. Press **[F7]** again.
7. Highlight **Redefine** and press **[Enter]**. The Redefine menu appears. If **RR1** is not already highlighted, highlight it.
8. Press **[Enter]**.
9. At the next Redefine menu, tab to the fourth box called Startup Directory.
10. Then, if you will be running *Reader Rabbit 1* from
 - a floppy disk, type **A:** (or **B:**) and press **[Enter]**.
 - a hard disk, type **\TLC\RR1** and then press **[Enter]**.

Now you can start by choosing **RR1** in the application list box.

APPENDIX C: MICROSOFT WINDOWS INSTALLATION

You can start *Reader Rabbit 1* from DOS or from your Windows desktop (if Windows is installed). Follow the instructions below to install *Reader Rabbit 1* on your hard disk, set up a new program group on your Windows desktop, and attach a new program icon to it.

To install *Reader Rabbit 1* under Windows:

1. Type **WIN** to start Windows.
2. Insert the Program Disk into a disk drive.
3. At the Program Manager screen, choose **Run...** from the **File** menu.
4. Type **A:\INSTALL** or **B:\INSTALL** (depending on whether you inserted the disk in drive A or B) in the **Command Line** box. Then click on **OK**.
5. Follow the instructions on the screen. After you read the message about how to start RR1 from DOS from your hard disk, press **[Esc]**. You will exit the install program and return to Windows.
6. If you already have a TLC Program Group, you should open it now and skip to step 9. If you do not have a TLC Program Group, at the Program Manager screen choose **New...** from the **File** menu. The New Program Object dialog box appears.

APPENDIXES

7. Click on **Program Group** to select it. Then click on **OK**. The Program Group Properties dialog box appears.
8. In the **Description** box type **TLC** and click on **OK**. A TLC window appears.
9. Choose **New...** from the **File** menu. The New Program Object dialog box appears.
10. Click on **Program Item** to select it. Then click on **OK**. The Program Item Properties dialog box appears.
11. In the **Description** box type **Reader Rabbit 1** and press **Tab**.
12. In the **Command Line** box type **C:\RR1.BAT** and then click on **Change Icon**. (If *Reader Rabbit 1* was installed onto another drive, substitute the letter of the appropriate drive for C.)
13. If you are using Windows 3.1, a message box appears stating, "There are no icons available for the specified file. You can choose an icon from those available for Program Manager." Click on **OK**.
14. In the **File Name** box type **C:\TLC\RR1\RR1.ICO** and then click on **OK**. (If *Reader Rabbit 1* was installed onto another drive, substitute the letter of the appropriate drive for C.)
15. The *Reader Rabbit 1* icon appears in the **Current Icon** box. Click on **OK**.
16. Click on **OK** in the Program Item Properties dialog box.

You now have a TLC program group on your Windows desktop and a *Reader Rabbit 1* icon in the TLC group.

APPENDIXES

To launch *Reader Rabbit 1* from Windows:

- Open the TLC group and double-click on the *Reader Rabbit 1* icon.

To launch *Reader Rabbit 1* from DOS:

- Exit Windows and type **RR1** at the C> prompt.

TIPS FOR RUNNING UNDER WINDOWS

1. Do not run multiple programs at one time while playing *Reader Rabbit 1*, especially in standard mode.
2. Completely exit *Reader Rabbit 1* before returning to Windows.
3. Do not run *Reader Rabbit 1* in a window. It must always be run full screen.
4. To run *Reader Rabbit 1*, your computer must have at least 450,000 bytes free before starting Windows.
5. Do not run Windows in Real Mode. *Reader Rabbit 1* will not run under Windows in Real Mode.
6. Turn off 32-bit virtual drive access in the control panel.
7. Do not press the Print Screen key.

APPENDIXES

APPENDIX D: WORD LIST

bad	bag	ban	bat	bed	beg
bet	bib	bid	big	bin	bit
bog	bop	box	bud	bug	bum
bun	bus	but			
cab	can	cap	cat	cob	cod
cog	cop	cot	cub	cud	cup
cut					
dab	dad	dam	den	did	dig
dim	din	dip	dog	don	dot
dub	dug				
fad	fan	fat	fed	fib	fig
fin	fit	fix	fog	fox	
gab	gap	gas	get	gig	gob
got	gum	gun	gut		

APPENDIXES

had	hag	ham	has	hat	hem
hen	hid	him	hip	his	hit
hog	hop	hot	hub	hug	hum
hut					
jab	jam	jet	jig	job	jog
jot	jug	jut			
keg	kid	kin	kit		
lab	lad	lag	lap	lax	led
leg	let	lid	lip	lit	lob
log	lop	lot	lug		
mad	man	map	mat	men	met
mid	mix	mob	mom	mop	mud
mug					
nab	nag	nap	net	nib	nip
nit	nod	not	nut		

APPENDIXES

pad	pan	pat	peg	pen	pep
pet	pig	pin	pit	pod	pop
pot	pun	pup	put		

rag	ram	ran	rap	rat	red
rib	rid	rig	rim	rip	rob
rod	rot	rub	rug	run	rut

sad	sag	sap	sat	set	sip
sit	six	sob	sod	sop	sub
sum	sun	sup			

tab	tag	tan	tap	tat	tax
ten	tin	tip	top	tot	tub
tug					

van	vat	vet	vim		
-----	-----	-----	-----	--	--

wag	wax	web	wed	wet	wig
win	wit				

APPENDIXES

APPENDIX E: TROUBLESHOOTING

INSTALLING THE PROGRAM

1. When you try to copy the program to your hard disk, you see the message "A hard disk is not available," even though you have one.
 - Make sure your hard disk is properly connected to your computer. If your hard disk is a separate unit, make sure it is turned on.
 - If your hard disk doesn't have enough room for the program files, erase some files to make room for the program on your hard disk. You must have 400,000 bytes free.
 - If you started your computer with a DOS disk and have a hard disk set up by a disk driver or disk manager, you will need to start your computer from the hard disk.
 - If your hard disk is 40 MB or larger, you may have to use XCOPY to install. See your DOS manual for instructions to use XCOPY.

USING THE PROGRAM

2. You see nothing but a blank screen when you load the program. Or you get the message "A color adapter could not be found. Please see Troubleshooting in the User's Guide." Or you get the message "Hopping to it" and the program stops.

This may happen on some machines when you turn the monitor on *after* the computer.

- Start over. Be sure to turn on the monitor before you turn on the computer.
- If you have two graphics adapter cards in your computer, you must tell the computer which one to use.

For:	Type:
CGA	RR1 -C
EGA	RR1 -E
MCGA	RR1 -M
TGA	RR1 -T
VGA	RR1 -V

(Don't forget the space after RR1.)

3. You see the message, "Bad command or file name" when you type RR1 at the C> prompt (or other drive that is your hard drive) after you have installed the program.

If you install this program on the hard disk of a computer with a version of DOS lower than 3.0, one file may not have copied to the hard disk.

- Use the DOS command COPY to copy the file RR1.BAT from the program disk to C:\ (or your hard drive).

4. You see the message, "There is not enough memory available to run *Reader Rabbit 1*. See Troubleshooting in the User's Guide" when you type RR1 at the C> prompt (or other drive that is your hard disk) after you have installed the program.

Your computer's memory may be filled with TSRs (Terminate and Stay Resident programs) or memory resident programs that are usually loaded automatically and run in the background (e.g. virus detectors). IBM machines require 440K of available memory and Tandy machines require 472K.

- Start your computer with the DOS Startup disk in the disk drive. Then run *Reader Rabbit 1*.

5. The game action is slow.

If you have an EGA monitor running on an IBM XT or on any 4.77 MHz 8088 DOS machine, the game will run slowly. The speed is limited by the rate at which the computer can process the information displayed on the screen. Adding an accelerator board may improve computer performance.

6. The arrows on the numeric keypad or the numbers on the numeric keypad don't work.

Keys that have a number and an arrow on them work as arrows in the game. If you press **Num Lock**, they will work as numbers.

- Press **Num Lock** again to make the keys arrows again.

APPENDIXES

7. Music is not playing.

- Check that your speakers are properly connected to your computer, getting power (have good batteries or are plugged in), turned on, and that the volume is turned up.
- Press S to be sure the sound is **ON**.
- If checking the above items does not help, restart the program and tell the computer which sound you are using.

If you want to use:	Then type:
Sound Blaster and compatible cards	RR1 -SA
Roland and compatible cards	RR1 -SR
Tandy 1000 series sound chip	RR1 -ST
IBM and compatible speakers and PS/1 without sound chip	RR1 -SI

(Don't forget the space after **RR1**.)

8. Your mouse doesn't work.

A mouse driver program (described in your mouse manual) must be correctly installed on the disk you use to start the computer. If you start the computer using

- a hard disk, make sure the mouse driver program is correctly installed there. See your mouse manual for instructions.
- a floppy disk, install the mouse driver program in the root directory of that disk. See your mouse manual for instructions.

If you use *Windows*, reload your mouse driver from DOS.

APPENDIXES

RUNNING UNDER WINDOWS

9. You see the message, "Unable to play sound—the AdLib is in use by another application."

Choose **OK** and then double-click on the *Reader Rabbit 1* icon. If the music is not coming out of your AdLib card, quit *Reader Rabbit 1* and close the application that is using the AdLib card. Refer to your Windows manual for more information.

10. You see the message, "Unable to use the AdLib device. Device is either in use or is missing."

Either the AdLib card is not installed or the AdLib driver is not installed in the control panel.

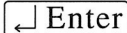
- If there is an AdLib or Sound Blaster 1.0, 1.5, or 2.0 card installed in your computer, install the AdLib driver in the control panel.
- If you have a Sound Blaster Pro card, install the Sound Blaster 1.5 driver in the control panel or quit the application that is using the AdLib device.
- If you have a Proaudio Spectrum 16 card or a Proaudio Spectrum Plus card, install the AdLib driver in the control panel or quit the application that is using the AdLib device.

Refer to your Windows manual for more information.

11. The program starts and then quickly exits to Windows.

You may not have enough memory available to run DOS applications through Windows.

Try quitting other applications before starting *Reader Rabbit 1* again.

There may not be enough base memory available to run the program. Exit Windows and type **chkdsk** and press . The bottom of the report shows the number of bytes free. If you do not have at least 450,000 bytes free, try removing device drivers in your config.sys and autoexec.bat files. **WARNING:** Always make a backup copy of your config.sys or autoexec.bat files before you make changes. Refer to your Windows and DOS manuals for more information.



Do not run Windows in Real Mode. *Reader Rabbit 1* will not run under Windows in Real Mode.

12. Your name on the sign-in list is missing or has additional letters; when you continue a saved game, it doesn't start at the level you were on; or your score is incorrect.

Your saved game is corrupted or destroyed. Turn off 32-bit virtual drive access in the control panel.

13. You see the message, "You cannot run this application while other high-resolution applications are running full screen. The application will be suspended until a low-resolution or text application is running full screen. Check PIF settings to ensure they are correct."

Do not run *Reader Rabbit 1* in a window. It must always be run full screen.

- Click on **OK**. Press  and  simultaneously to change from windowed to full screen.

If you have any questions, call our Technical Support Department at 1-800-852-2255.

APPENDIX F: SPECIAL KEYS


USING THE PROGRAM

KEY



FUNCTION

Display a list of instructions to help you use *Reader Rabbit 1*.



Start a game; choose a letter, word, or picture; clear away a game.



Turn the sound (and music) off or on.



Return to the main menu from a game or to the game from a help or options screen.

PLAYING THE GAMES

KEY



FUNCTION

Move the letter up to the top row of labels in Labeler Game.



Drop a word into the trash can in Sorter Game.



Put a word on the shelf in Sorter Game.

APPENDIXES

KEY

→ or ←

FUNCTION

Choose a position for the letter in Sorter Game; move the letter to the letter or label you want in Labeler Game; move the pointer from truck to truck in Word Train Game.

↓, ↑, ←, or →

Move the hand pointer around in Matchup Game.

F3

Bring up a screen at which you can change a letter and/or its position in the Sorter Game; display the list of picture sets in Labeler and Matchup Game.

↵ Enter

Choose the selected letter's position in Sorter Game; place the letter in the label in Labeler Game; put the word in the train car and display a new set of words in the trucks in Word Train Game; peel off a sticker in Matchup Game; choose the highlighted picture set in Labeler and Matchup Game.

Number keys

Choose a game from main menu; change speed in Sorter Game; choose a picture set in Labeler and Matchup Games.

CUSTOMER SERVICE

We are proud of the special relationship we have with many satisfied parents and teachers. If you have a problem, a question, or a suggestion, please call our Customer Service Department at **1-800-852-2255** or **1-510-792-2101**.

The Learning Company warrants to the original purchaser only that the program disk(s) provided with this user's guide and the software program coded on it will perform in accordance with the descriptions in this user's guide when used with the specified equipment. If the program is found defective within 90 days of your purchase, it will be replaced. Simply call The Learning Company's Customer Service Department at the above toll-free number and a replacement disk will be sent within 24 hours. Replacement of the disk is the full extent of our liability.

This warranty is in lieu of all other warranties, whether oral or written, expressed or implied. Any implied warranties, including those of merchantability and fitness for a particular purpose, are limited in duration to 90 days from the date of purchase of this product.

The Learning Company shall not be liable for incidental and/or consequential damages for the breach of any expressed or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury even if The Learning Company has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Unauthorized reproduction, adaptation, distribution, performance, or display of this document, the associated computer program, or the audiovisual work is strictly prohibited.

Damaged Disk Replacement Policy: The Learning Company will replace disks that the user damages for a duplicating and handling fee. Return your damaged disk and a check for \$10 to:

The Learning Company
8678 Thornton Avenue
Newark, CA 94560
Attention: Disk Return Dept.

CREDITS

This version of *Reader Rabbit 1* is an upgrade of *Reader Rabbit*, which was created and designed by Leslie Grimm and developed by The Learning Company.

Upgrade Design and Development Team

Jim Smith, *Upgrade Producer*

Darrell Fetzer, *Lead Software Engineer*

Tim Dunn, *Artist/Animator*

Ron Winnick, *Artist*

Todd Sherman, *Lead Quality Assurance Engineer*

Lisa Kohn, *Quality Assurance Engineer*

Eric VanRhee, *Composer/Sound Engineer*

Development Support

Alyson Markel, *Artist /Animator*

Edward Stambaugh, *Artist/Animator*

Janet Joers, *User's Guide Writer*

Michael Margolis, *Editor*

Donna Mosich, *Editor*

Shelly Hall, *Field Test Coordinator*

Daniel Hill, *QA Tester*

Leo Ott III, *QA Tester*

THE LEARNING COMPANY

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every program from The Learning Company undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value. So, your child actually has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed The Learning System. Carefully sequenced by age groups, this system serves as a product-selection guide—making it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning System, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

Ages 3 to 6	Ages 6 to 8	Ages 8 to 10	Ages 10 & Up
Reader Rabbit's Ready for Letters <i>Pre-Reading</i>	Reader Rabbit 2 <i>Reading</i>	Super Solvers Midnight Rescue! <i>Reading</i>	Time Riders <i>in American History</i> <i>History</i>
Reader Rabbit 1 <i>Early Reading</i>	Treasure Mountain! <i>Reading</i>	Super Solvers Spellbound! <i>Spelling</i>	Ancient Empires <i>Problem Solving</i>
Math Rabbit <i>Math</i>	Treasure MathStorm! <i>Math</i>	Super Solvers OutNumbered! <i>Math</i>	Operation Neptune! <i>Math</i>
MetroGnomes' Music <i>Thinking!Creativity</i>	Treasure Cove! <i>Science</i>	The Children's Writing & Publishing Center <i>Writing!Publishing</i>	The Writing Center <i>Writing!Publishing</i>